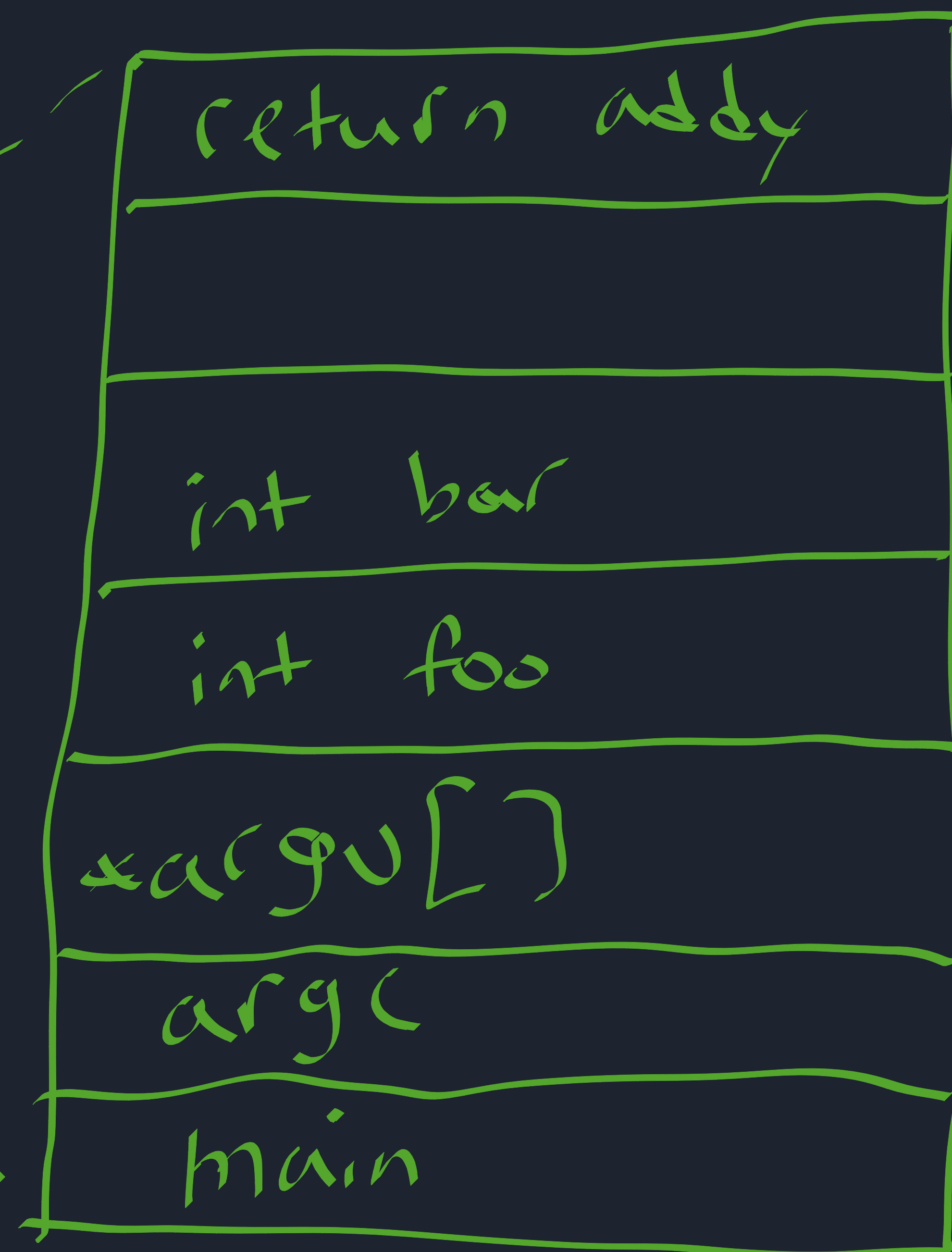


0xFFFF



0x0000



	Addr	Value
num	0x2	10
*ptr	0x1	0x2

$\&\text{num} = 0x1$ (Addr for var "num")
 $\text{num} = 10$ (Value at num's addr)
 $\text{ptr} = 0x2$ (Value at ptr's addr)
 $*\text{ptr} = 10$ (Value that is at addr reference)
 $\&\text{ptr} = 0x1$ (Addr for var ptr)